OUT OF THIS WORLD

Back Up Copy

Before any disk operation, you are recommended to make a back-up copy of your software. This copy, in accordance with current legistation, must of course be strictly kept for your personal use.

Loading Instructions

Amiga

To start the game, turn on your computer and insert *Disk 1* in the drive.

If you have an **Amiga 1000**, before putting *Disk 1* in you will have to insert the *Kickstart* disk into the **DF0** drive first.

PC's & Compatibles

Turn on your computer and insert a DOS disk in Drive A. After your computer boots, insert *Disk 1* into Drive A. Type *World* and press <*Enter*>.

Copy Protection

After loading the game you will be asked to use your code wheel to answer a question. Follow the instructions on the screen.

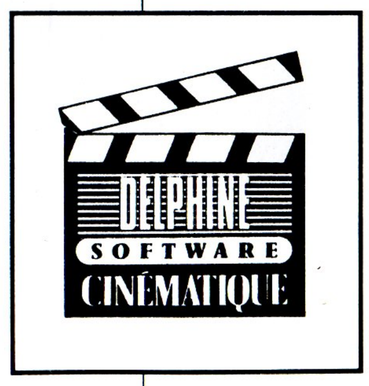
Hard Disk Installation

Amiga

Check that the number of bytes available on your hard disk is more than that used by your disks. Then create a new directory onto which you are going to copy the contents of each of the disks. Once you have done this, all you need to do to start the game is select the icon of the hard disk, then select the icon of the file containing the game and to finish click the *Start* icon twice.

PC's & Compatibles

Insert *Disk 1* in Drive A. Type *Install* and press <*Enter*>. Then follow the instructions displayed on the screen. To start the game from the hard disk, all you need to do then is type *C:* (or a different drive letter if your hard disk is not C:), then type *CD\World* and press <*Enter*>; type *World* and press <*Enter*>.



Character Control

Joystick

Joystick In Central Position

Your character stops in a neutral position. If you press the fire button your character gives a kick, or uses the weapon he is holding.

Joystick Pushed Up

Your character jumps.

Joystick Pushed Down

Your character goes down. If you press the fire button your character gives a kick or uses the weapon he is holding.

Joystick Pushed To The Right Or Left

Your character walks in the chosen direction. Continuous pressure on the button makes him run.

Function Keys

Pause

You can stop the progress of the game by pressing *P*. Pressing it again will restart the action.

Sound Toggle On/Off

Pressing the *S* key turns the sound off, press *S* again to turn it back on.

Special Functions For The Amiga

F1 - This key puts the display into standard mode.

F2 - Puts the display into "cinemascope" and high resolution mode.

F3 - Puts the display into "Vertical" mode.

F4 - Puts the display into "high Resolution" mode.

Save Codes

After certain stages of the game you will be given a code when you lose.

You can then use it at any time in the game.

To do this all you need to do is press the *C* key and enter the set of characters which you have noted down. The game restarts immediately at the stage corresponding to the code you have put in.

This system allows you to make progress in the game without having to completely restart it each time you lose.

Notes Found and Translated From Pages Torn From A Journal

Must not forget to insert the last calculations for tonight's test!

Lester Knight Chaykin
On the ???

I am taking advantage of this short period of rest to record some useful information in the notebook which has survived my recent adventures. I am now separated from my companion in the escape, without whom I could certainly not have got away. I hope I will manage to find him and above all, I hope he is not dead for I owe him life.

But for the time being, my main abjective is to get out of this maze of underground galleries, where I am wandering with no indication of the passage of time. On top of that, I constantly encounter streams that threaten to flood these galleries at any time.

Concerning the weapon I have found, I have now understood the way it works. Pressing the trigger releases a single shot. Press it this moment, a field of force is created. If you hold the trigger down, the ball gets bigger and becomes devastating in its effect, yet greedy in energy.

The weapon-light seems to be a charge indicator.

---------end of text---------

Credits

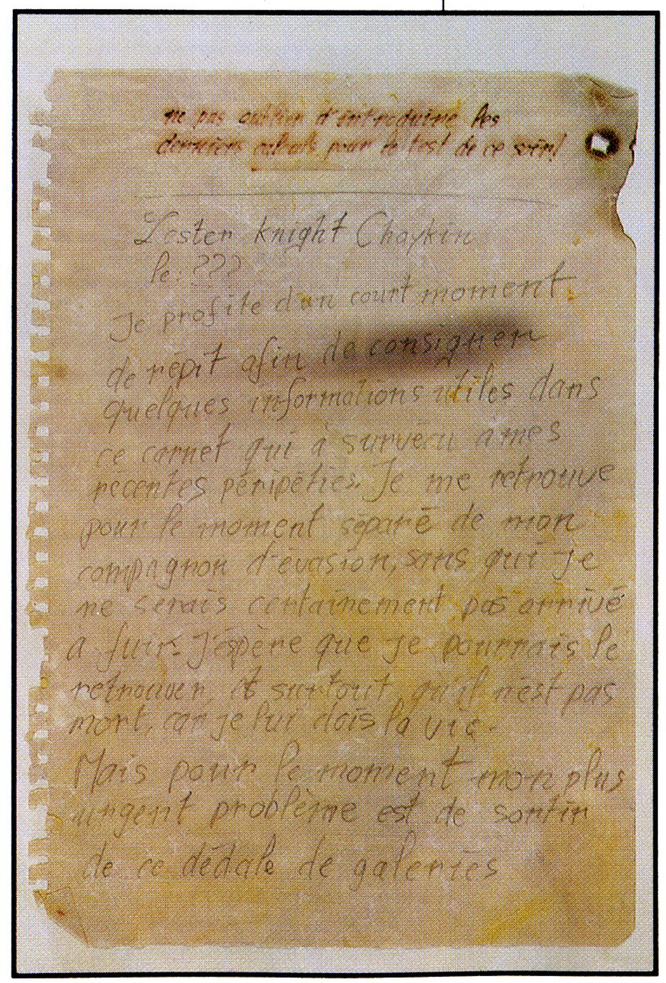
Design
Eric Chahi

Programmer
Daniel Morais

Music
Jean-Francois Freitas

Manual
Pierre Cousseau

Illustrations
Eric Chahi


Lester Knight Chaykin
le: ???
Je profite d'un court moment
de répit afin de consigner
quelques informations utiles dans
ce carnet qui a survecu aux
récentes péripéties. Je me retrouve
pour le moment séparé de mon
compagnon d'evasion, sans qui je
ne serais certainement pas arrivé
à fuir. J'espère que je pourrais le
retrouver, et surtout qu'il n'est pas
mort, car je lui dois la vie.
Mais pour le moment mon plus
urgent problème est de sortir
de ce dédale de galeries

Technical Support

If you are having problems getting the game to function properly you can call Customer Support from 10:30 AM to 6:00PM (Pacific Time Zone) at

1-714-549-2411

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3710 South Susan,
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